

## Magic Items

This section is not meant as a complete description of magic items that are possible; this is an unrealizable goal. Instead, the items presented here provide representative examples of the types of items available and how magical devices may be integrated into the Cinis rule system.

### Ax of Cleaving

This magical battle ax provides an additional +1 damage point bonus per hit (thus, a hit roll of 3 above the required number will result in an additional +6 instead of +3 added to the damage roll). First owned by Klein the Valiant, this ax vanished when Klein was killed during a goblin raid.

### Boots o'the Catburgler

The arch-criminal Malic Tsan of Lorac al Tur is the first recorded owner of these boots. These boots appear as worn leather boots, sized for an average male human being. Passed between members of the evil Spider's Guild, a band of thieves, these boots permit the wearer to climb sheer surfaces at either a Climbing skill rank of 3 or a +1 bonus to the wearer's skill, whichever is greater. The untimely destruction of the Spider's Guild by witch hunters caused the loss of records about the boots last known owner.

### Brand of Hatred

This brand, made by someone in the Tandus Wastes, is used to punish criminals in the Wastes. Owned by the head judge of the Caravan League, the brand is used to burn a mark into its victim. The victim subsequently must consume twice as much water each day or will die of dehydration. Only five such marks may be operative at once; the oldest mark ceases functioning if another brand is placed. Usually, the brand is employed on criminals who are then cast into the desert. If they somehow manage to survive until five more symbols have been placed, then they are considered acquitted by the gods, for the gods have obviously shown their will by allowing the criminal to survive in the desert without water for an extended period of time.

### Craftsmans' Gloves

These tiny gloves (only children, small women, Zalpas, and others with very small hands may wear them) were made by the Zalpas to enhance the abilities of their artisans. The wearer of the gloves will have a DX of 50 for the purposes of all skills requiring delicate handiwork, such as painting, lock-picking, and engine building. The gloves were taken by an abused Zalpas apprentice engine-maker. Pursued deep into the lava caves, the apprentice finally escaped, and may have found an alternate route out of the caves.

### Dragon Wings

The Dragon Wings are a set of strap-on wings made of old, shabby leather and wood. Each wing, when looked at, is around 3 feet long when fully extended. The bundle weighs around 10 pounds. When the wings are put on and the chest fastener closed, they grow in size to a span of 30 feet tip to tip, and they also root themselves into the wearer's back. The wearer can then, after a bit of practice, fly and glide with a fair degree of ease although climbing in altitude is very wearying. The wings themselves are fairly damage resistance when worn, and have a Light-8 armor rating.

The wings were made by someone from Lorac al Tur, and were stolen by pirates. They were last seen on the back of Dragon, a notorious sadist who masquerades as a fighter for freedom from the Holy Empire on the high seas.

### Holy Lantern of Orcheron

This magical device is an ornately worked gold lantern. Magicked to provide bright variable light, the lamp has a large knob which controls its brightness. This item does not use oil, and in fact should glow forever. On its maximum setting, the lantern glows with a blinding white light. The lantern was a key part of religious ceremonies in Orcheron. An schism in the church, however, led to a squabble over the lantern, and the lamp was eventually taken by a tiny group of zealots. The lantern then disappeared.

### Nezbo's Book of Pains

Nezbo was a morbid collector of pain, and copied the various qualities of pain from torture, disease, and violence into the pages of this famous book.

Each page is a distastefully rendered pain in black and deep red ink. Each page also has that pain quality ingrained in the page, ripe for use by any competent mage.

The purity of these qualities is always 10. The qualities are things like the quality of the pain experienced in the iron maiden, the quality of the pain of ones toe being amputated by a saw, the quality of the pain of having ones lips sewn shut, etc.

### Orb of Fiery Perfection

This fist-sized red orb is a device constructed to aid wizards. Any spell having to do with fire can be cast at -1 level if this glass orb is held during the casting. The orb seems to pulsate and glows an eerie red when held in the palm.

Made by the alchemist Necabaar to help in the completion of a complicated formulae, the orb was originally used to increase the heat of this hedge wizard's furnace. A laboratory explosion killed the alchemist, however, and the orb was never recovered. Some conjecture that looters claimed the orb, while others

think that the explosion destroyed the glass bauble.

#### **Parrier's Friend**

This short sword provides a -2 defense. Created to protect its creator, the mad wizard Ono'tepth, the sword fell into the hands of criminals who robbed the magicians tower. The subsequent vengefull killing and looting spree of the wizard did not recover the blade, but instead resulted in the mage's death at the hand of witch hunters.

#### **Ring of Telekinesis**

This ring allows its wearer to move objects weighing less than one kilogram at a rate of 1 meter per second, as per the spell table of Motion. Smaller objects may be moved more rapidly, heavier objects more slowly, as per normal rules. This item currently belongs to a travelling fortune-teller last seen in the Confederacy of Sampson who uses the item to convince others of his magical powers. The ring may only be used with intense concentration.

#### **Sword of Balance**

This sword helps its wielder hit an opponent. Add +3 to all attack rolls. Note that this does not affect the wielder's fighting class; attacks made upon the wielder have no penalties. The sword of Balance is thought to be a creation of the Zalpas. Given to the Ssall in return for a non-aggression pact, the item was lost during a combat with Slimeys.

#### **Warden's Staff**

This is a 3'6" pine staff that marks its possessor as a warden of Kurmansu. It allows the warden to communicate with Kurmansu, and Kurmansu to communicate with the warden. Kurmansu can also focus his attention on one particular staff and see and hear through it. This allows him to keep a close eye on his wardens. The knowledge that Kurmasu can do this encourages constant, gratifying displays of loyalty from the wardens. Kurmansu can also project fire through the staff, allowing his wardens to put on impressive displays of power.

#### **Water of Replenishment**

This magical item consists of a small flask that creates approximately one liter of water per day through an permanent humidity field inside the vessel. Only one such container is know to exist, and it is in the Tandus Wastes with Roamers who keep its location secret.

#### **Famous Book Titles**

Books are rare in Tigmar, to such an extend that a library of 50 books or more is considered a huge one, and worthy of note.

Books are also often very large, weighing several kilograms, and are hard to carry around. What follows are some 'famous' books, to give an idea of the range and bredth of books one might find throughout Tigmar.

#### **The Light of Dark**

A defense of the philosophy of Dark with respect to the Sun and its philosophy.

#### **Stone Cold - A Biography of Istain**

Just that. It is said to have in it some secrets as to how to make Istain's Children.

#### **An Illustrated Compendium of Demonology**

This is a leather bound, thirty page book. Each page features a picture of a demon and some brief notes about that demon. Some pages have true demon names as well.

#### **The Price of Purity**

This is a ballad to Sampson which tells of his return to Lorac al Tur, his realization of his divinity, and his accidental murdering of his son.

#### **Beauty in Arrogance**

This book has many ballads of the Oots and discussions of them. It was written by a forign visitor to their courts.

#### **Methodology**

This book, also called 'the Meth' contains the bylaws and procedures which Witch Hunters are expected to be intimate with and to follow. It is usually bound in tanned leather and is truely massive in size, running about 200 pages in length.

#### *Fragment of The Methodology*

#### *Trial Reference List*

*Counts of Suspicion (Against Rural Farmer)*

*A: Any clergyman testifies is 4 counts (XI.ii.a)*

*B: 1 count per 3 common people's testimony (V.iv.c)*

*C: Any case with documented death (child, livestock, crop) counts as 1 case, subject to the following:*

*ii. 3 cows dead at 1 time is 1 case, not 3*

*iii. seperate kinds of livestock are to be treated as different, and seperate, cases.*

*iv. Donkies, horses, oxen, and children are always unique cases no matter whether events happened concurrently.*

*v. Any testimony of a farmer about another farmer's misfortune is to count as 3 testimonies.*

*(See V.i-xxi)*

*D: 3 seperate cases testified by 1 person suffices (II.i)*

*E: Facial blemish or mark 1 count (marks, III.iv.i)*

*F: Pranist, or suspected thereof 2 counts (Pranity, IX)*

*G: Midwife, doctor 1 count (VI.i)*



*H: Poorly kept animals, children 1 count (V.ii)*

*Note: Other Count Methods also apply.*

*Offsetting Suspicion (all sec XV)*

*i. Being clergyman -2 counts*

*ii. Nobility 1-5 counts on title (see nobility trials, previous)*

*iii. No beard -1 count*

*iv. Lost livestock or children -2 counts (unless reported to be negligent)*

*v., vi -1 count per crown , cow, pig, sheep good faith material donated.*

*vii. personality -1-3 counts, interviewer's discretion.*

*viii. past tax-payer in good standing -1 count*

